ETHAN LEFEBVRE

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SKILLS

- Kotlin
- Java
- C#
- Project Management
- C++
- Team Management

EXPERIENCE

Student   October 2023 - Present
Full Sail University, Winter Park, FL
- Computer Science Bachelor Degree.

EDUCATION

Bachelor of Science in Computer Science (B.S.)   February 2026
Full Sail University, Winter Park, FL

OBJECTIVE

Motivated computer science student with strong communication skills and a passion for building software. Seeking a software development internship or junior developer position to apply expertise in C# and Kotlin, contribute to real-world projects, and continue to grow as a developer and team player.

TECHNICAL SKILLS

- **Programming Languages:** C#, Java, Kotlin, Python, JavaScript, HTML/CSS
- **Tools & Frameworks:** .NET, Android Studio (Jetpack Compose), Unity, Git/GitHub, Visual Studio
- **Methodologies:** Agile/Scrum teamwork, Version Control, Debugging & Problem Solving

PROJECTS

PlantPal   October 2025 - Present
- Led back-end development for an academic capstone project, designing the server-side architecture for a plant care application that tracks watering schedules and plant health metrics.
- Built a RESTful API and database to handle plant data and reminders, and coordinated with front-end team members to integrate the system and deploy the final application.

Sucra   October 2025 - Present
- Developed an Android app in Kotlin to help users manage Type 1 diabetes, allowing logging of blood glucose readings, insulin doses, and meals.
- Implemented features to visualize trends over time and ensured that data is stored securely on-device for offline access.

VoiceJournal   May 2025 - June 2025
- Built a solo Android journaling app using Kotlin and Jetpack Compose, enabling users to record voice entries that are automatically transcribed to text.
- Implemented keyword tagging for entries, a calendar-based interface for browsing journal history, and integrated Google Drive API for optional cloud backups of entries.

3D ASCII Raycaster   March 2024 - October 2024
- Created a 3D first-person game engine in C# that renders scenes in real time using only ASCII characters in the Windows console.
- Implemented a raycasting algorithm and optimized the game loop to maintain smooth performance with minimal resources.